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AMIGA WORKBENCH

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Next AUG Meeting

Sunday, November 18th at 2pm

(Doors open at 1pm, meeting starts at 2pm sharp)

AUG meetings are held at Victoria College Burwood Campus
Burwood Highway, Burwood - Melways map 61 reference B5.

Amiga Users Group Inc, PO Box 48, Boronia 3155 Victoria, Australia

Australia's Largest Independent Association of Amiga Owners
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AMIGA Users Group

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia. We DO NOT condone software piracy. We can be reached via an answering machine at:

- 527 1995 -

Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, November 18th at 2pm

Sunday, December 16th at 2pm

Sunday, January 20th at 2pm

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, Transcript, PIXmate, DigiView 4.0 , Apple Laserwriter and HP Laserjet

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Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: **The Editor, AUG, PO box 48, Boronia, 3155.**

Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of $25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for $25 to: **Amiga Users Group, PO Box 48, Boronia, 3155**

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for $6 each including postage on AUG supplied disks, or $2 each on your own disks. The group currently holds over 300 volumes, mostly from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Just show your membership card. Although we have no formal arrangements with other companies yet, most seem willing to offer a discount to AUG members. It always pays to ask!

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for $2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

Amiga Link I & II - Our Bulletin Board Systems

The Amiga Users Group operates two bulletin board systems devoted to the Amiga. AmigaLink I and II are available 24 hours a day. AmigaLink I & II can be accessed at V21 (300bps), V22 (1200bps), V23 (1200/75bps) or V22bis (2400bps) using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of a world-wide network of bulletin boards, and we participate in national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink I (792-3918) is OzNet node number 8:830/324 and AmigaLink II (376-6385) is OzNet node number 1305/998 *note* - Amiga Central is online (up to 2400bps) -3763887 or 3767375

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These rates are for full-size camera-ready copy or Professional Page format only. We have no photographic or typesetting facilities. Absolute deadline for copy is 23 days before the meeting date. Send the copy and your cheque to: **The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.**

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ProWrite v3.1

by Rudy Kohut

What does one look for in a word processing package?

The choice is a very personal one yet we could probably agree on a few things. For example, I think that most people want a program that is easy to begin to use; that is, one can start up and produce simple documents using the default settings without worry. Also, the sophistication of a program should be "hidden" from the user but not obscurely so. This feature is the hallmark of perhaps the "best" package on the market for any computer ie. Microsoft WORD on the Macintosh. By "hidden" I mean that many options are out of the way and do not need to be accessed by the user unless deliberately required, yet are easily accessed and used. For example, page setup options should all default to the most common use, but be accessed with simple commands from either mouse or keyboard. WORD has a further feature, which is the user set ability to actually prevent the full menu of options from appearing!

I am writing this after spending two days of my life mastering an "advanced" word processing package on the IBM, called "Multimate v4.0". Now there is a package which can drive one to distraction! I believe that among IBM packages Multimate is considered amongst the best, in the league of WORD or WordPerfect. If so, give me ProWrite or any of the other Amiga packages, like Excellence or Pen Pal, or forget about word processing! Multimate is an example of everything that WORD on the Macintosh or ProWrite are not: it is not easy to start up and use; it uses obscure keyboard commands for simple things (eg. save & exit is F10, while save-only is Shift-F10!?); its many options are scattered in obscure menus and sub-menus reached only through pushing key after key; some essential options are not defaulted (eg. spaces at top and bottom of page); and to do simple page layouts requires memorising an incredible array of keyboard commands relating to ruler settings etc. And, as Multimate does not give you a display of what your page actually looks like (even in pagepreview!), you have to keep guessing about what you are producing.

Of course, professional typists become proficient with just about any package after enough use - so even Multimate can be used to produce excellent output. But I would venture to say that such people do not learn more than one or two packages, especially on the IBM, as the keystrokes are so different between packages. Multimate's keystrokes are definitely different from anything else I have had the misfortune to use on the IBM.

So, what about ProWrite? Well, I cannot compare ProWrite to Excellence, as I have never used that product. However, I have used MacWrite and WORD on the Mac; WordCraft and MultiMate on the IBM; LPDWriter and KindWords on the Amiga. In that context, let me start with a general statement: ProWrite is possibly the best word processor in its price range, and possibly the only one anyone would need unless they were a professional typist and needed some of the extra bells and whistles provided in Excellence, or WordPerfect for that matter. For the average personal and professional user, ProWrite is first class.

After two weeks of use, I wrote to the author of the program (James Bayless of New Horizons Inc) and congratulated him on producing a product which did everything exactly as the manual said it would; did it without hesitation or problem of any sort; and did it in a most efficient manner. ProWrite v3.1 has multitasked with other graphics intensive programs without guruing, and has given back to the system everything it took when quitting. It is fast and just feels solid (I know this sounds silly, but this is the first program of any kind that I use that has such a "feel").

ProWrite does in fact remind me of WORD on the Macintosh - many of the implementations its features are identical - for example, the Page Setup requestor; the ruler and its icons. Success is something that can and should be copied especially if it leads to common standards between software packages. ProWrite, like WORD, starts up with defaults set to common standards - so anyone can turn on and produce documents in minutes. All defaults can be changed and saved in the changed format for later use - either with individual documents or with all documents.

Editing a document is straightforward, with a complete set of commands for manipulating text, using mouse or keyboard: cut /copy /paste (follows the Macintosh "style"); find /find next /change; cursor and mouse movements; multiple tab types (four to be precise); insertion of special items (eg. updating time function); paragraph and line control using rulers.

ProWrite uses menus and requesters to set paragraph controls or icons on a ruler. The icon "bar" can be turned on and off with a click of the mouse - it contains tab symbols, paragraph justification, line spacing and paragraph spacing controls. The tab symbols are clicked and copied to the ruler, and can be dragged off if not needed. Ruler settings from one paragraph can be copied to other paragraphs. All the basic and many of the more advanced editing features of top line word processors are included in ProWrite and they work easily.

Layout tools are good too: newspaper style columns or side by side columns (up to five) are available, but the setting holds for the whole document and is not changeable within paragraphs; all margins including one for a binding are user settable and the window shows accurately the printable area of each page depending on the printer selected; title page and left/right pages selection, with headers and footers available for left and right pages, and none appearing on the title page. Page and column breaks can be forced but the program does not provide for optional breaks within paragraphs.

ProWrite handles fonts extremely well on screen. A new addition to this version is that the Format menu now allows for the creation by the user of a Font submenu - the user can scan a list of all fonts in the FONTS: directory and select those to be listed in the submenu (up to 18 fonts). This list can be changed at any time. The program can handle "over 32,000" fonts (seems like enough!). Fonts can be applied to words, phrases, paragraphs or documents, and they will appear on printout exactly as they appear on screen if the fonts are supported by your printer. The program supports cheap dot matrix printers well by providing a Pica and an Elite font (normal, condensed and wide) which produce excellent printouts as they match the in-

ternal printer fonts exactly. Postscript printers are supported but only if you have New Horizon's companion program called ProScript.

A 100,000 word dictionary and 300,000 word thesaurus are provided. The spelling checker and thesaurus work fairly fast, especially if they are copied to the RAM: disk at startup - this has to be done by the user either by putting some extra lines in the 'startup-sequence' file or by moving th workbench icons. It would be nice to have the program prompt the user when the spell check is first invoked whether the dictionary and thesaurus should be put in the RAM: disk. The spell checker can be on continuously (but you had better be a pretty accurate speller or it can really slow you down), or parts or all of the document can be checked, including a single word. The "main dictionary" is also user selectable, and you can get French, German and Swedish dictionaries from the company. The program will also create or add to a "User Dictionary". The thesaurus offers good synonyms, listing verbs, nouns, adjectives as appropriate. All in all, this feature is very good.

Less impressive is the "mail merge" feature. It is really basic, allowing you to create a "data file" (text only) from either ProWrite or any other program (eg. your database), and merge the "records" into the appropriate places on a form letter. There is no capability to print the merged output to a file for later change - everything goes directly to the printer.

ProWrite does not do footnotes, nor does it create tables of content or indexes - this is what separates this program from the "high end" packages such as WORD. It does have very good graphics support though, allowing the import of IFF graphics and their sizing. The user can determine the extent of colour "shading" done when a graphic is imported - including an option to have the graphic converted to black and white shades, which is best for black and white printers. The colour dithering process is very good and will produce accurate screen images to match printouts. If a graphic is created with the background saved as "transparent", then that region of the graphic can be typed into by setting the margin settings for the paragraphs to be inside the picture.

This last feature is needed in order to be able to create boxes with text inside. Unfortunately, ProWrite has no built-in tools to create lines, boxes, etc. The user must create these separately in a paint program, save them as brushes with transparent background and import them into the document. It works, but it is clumsy. I have created a document called "graphics" which contains all sorts of images; I keep this open in its own window while working on other documents, and simply cut and paste graphics when needed. The only serious quibble is that graphic images cannot be "cropped" (ie. delete parts) - only resized.

For the power user, there are Macros, which allow you to replace many keystrokes with one command. ProWrite uses the ARexx programming language to produce macro command files, which can be accessed from menu or by function key. The command set is extensive - it appears that you can do anything that can be done within the program, and run more than one ProWrite process at once. However, I was unable to test it as ARexx does not come with the program; the user must either buy it separately or wait for AmigaDos V2.0 to be released.

While support for IFF files is quite extensive, this version of ProWrite does not allow for the direct conversion of files created by other word processing programs, except if they are in ASCII format. ProWrite will detect and load Amiga, IBM and Macintosh format ASCII files, but will only save in Amiga format. This limited ability to interchange files is a definite minus.

The current version 3.1 changes a few things and adds more options.

Changes have been made to the Open and Save requesters. They now work more like standard requesters on other programs, with the added feature of being able to list all mounted disks and select the one for directory listing, if required.

A nice addition is the ability to select either inches or centimetres for use throughout all other options, and to save the selection as a default.

One of the new features is one I have been wondering about - the ability to have the program speak the document, or selected portions. The speech options are all selectable (gender, rate, pitch, etc) and savable. The program will also speak phonetics if all the letters are typed as phenomes. This ability is also available through ARexx. I have just used this option to speak the last few sentences - with concentration, one can get used to the tin voice. This feature could have many important uses - for example, to help you time a speech before delivery at a conference, if the rate is set to your own rate of delivery! It could also be valuable for those with vision impairment - either stand alone or tied through ARexx to some other process. At any rate, it provides the ability to develop synthetic speech easily for use in other programs.

Other important additions to ProWrite's features are due to Workbench 2.0. Two new Screen options are available for those with the enhanced chip set and a VGA or multisync monitor: "Productivity" mode (640x480 noninterlaced) and "SuperHiRes" mode (1280x400). Once you have WB2.0 installed, ProWrite will create an "Application Icon" on the Workbench screen named "ProWrite Deposit" into which files can be dragged for ProWrite to use (rather than use the open file requester); or it can be double-clicked to bring ProWrite to the front. ProWrite will also add the item "ProWrite" to the Workbench's tools menu, which when chosen will bring ProWrite to the front. It is also claimed that under AmigaDos 2.0, picture resizing within documents will be much faster.
The new screen options brings to eight the number of screen options at your disposal. If you are in need of running ProWrite in a tight CHIP Ram situation, then the least demanding screen option is "WB" or "Workbench" - ProWrite will use the Workbench screen and open all windows on that screen. The only drawback is that after closing the last window the program exits automatically. With other options, custom screens are available that also limit the drain on CHIP Ram - choose from a two-colour monochrome screen, four colour screen or eight colours in low, medium or high resolution (interlace). The implementation of this feature is a bit clumsy though. The screen option must be inserted into the "tool types" parameter of ProWrite's icon on the workbench, or by adding the parameter on the CLI line at startup. These options should be available

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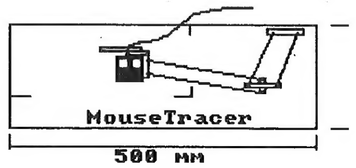

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with less trouble at startup - say by having a requester appear on the workbench screen asking for the screen option desired. In any case, availability of these options is valuable to enable the user to get the best from the program.

By the way, while the high resolution interlace screen does give an exact picture of the printed page, the flicker can be annoying for those of us without a multisync monitor and a "flicker fixer". The ability to control colour brightness within ProWrite does help immensely; but the best solution I found is to turn the brightness up to normal and to wear polaroid sunglasses! Voila, no flicker (at least behind the glasses!). It really works and is much cheaper than other options. I suspect it also is better for your eyes no matter if in interlace mode or not.

ProWrite does not offer other "page preview" modes, like other programs. Because its display is truly accurate (what you see is really what you get on printout including headers and footers!), the only preview that would boost the program is a look at side by side pages, especially as ProWrite allows for the creation of left-right combinations. When I say that the printout matches the screen exactly, I mean that I recently printed out a 20+ page document with pictures included, and everything appeared on paper exactly where it appeared on screen, for every page. I consider this a real accomplishment - I couldn't do that with Kindwords v2.0, and I read recently that Excellence v2.0 has problems doing that too!

Well, that is about it for this review. ProWrite comes with good documentation in a well set out manual which is properly indexed. In fact, the manual is an example of clear writing that should be copied by other documentation writers. While it is not overly generous with graphic support of the written word, the text is so well written that a picture is often not necessary.

So, if you are looking for a medium powered graphic word processing program that is fast, "solid" and easy to learn and use, look no further. At the price ProWrite is a steal!

[Ed's comments: This article on ProWrite by Rudy Kohut has appeared just in time for us in the committee. You see Arnie and myself had planned to bring to the next main meeting our Word Processors for a comparison as the Word Processors we use would be of interest to many potential buyers - Excellence v2.0 and ProWrite v3.1. Both have their strengths and weaknesses, but you cannot just guess as to what the have got and haven't got so I recommend you come along and ask at the demo. We'll be there for that purpose, so you can decide for yourself if either of these programs is the one you've been looking for.]

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News

CBM Germany

From: ttavolij@praxis.cs.ruu.nl (Thomas Tavoly)
Newsgroups: comp.sys.amiga
Subject: A4000,Lotus,Microsoft,UNIX-An interview with Helmut Jost-CBM Germany
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Here follows a straight translation (without prior consent of the publisher :) of an interview with Helmut Jost, the Managing Director of Commodore Germany in the no. 1 german Amiga publication: Amiga Magazin of October '90. (Which is IMHO the best in the world, much better than AmigaWorld; yes I read them both, plus others) pages 10 and 11, BTW.

I found it important (and interesting) enough to redirect some of my spare time; sorry Georg, the TeX docs will have to wait :)

AMIGA - COMPUTER OF THE FUTURE
an interview with Helmut Jost

Caption:
Where does the Amiga's way lead? Will there be an Amiga UNIX? We have visited Helmut Jost, the Managing Director of Commodore Germany, who answered our questions.

Many hard- and software developments for the Amiga are near completion. But even now a few questions remain unanswered: Can you incorporate the new operating system 2.0 in all the Amiga models? When will the 'baby' CDTV (Commodore Dynamic Total Vision) be available? Will there be an Amiga 4000? All of these questions have been answered by the Managing Director of Commodore Germany.

Helmut Jost (37) has been the new Managing Director of Commodore Business Machines GmbH (= Ltd. -TT) in Frankfurt since April 1990. He has previously been Sales Manager at Commodore and has led the consumer department in the time between 1984 and 1987 successfully. After that he has been Managing Director of the german daughter of computer manufacturer Amstrad.

AMIGA: When will the Amiga 3000 only cost 3000 Marks (~1920 US$)?

Jost: It will not cost 3000 Mark that soon, since the machine is very expensive, from the production's point of view. The A3000 can get cheaper only, when we go into mass production. The mass production will come when the background is there, the software is there and the product has found its niche in the market.

AMIGA: When will there be a wide base of specialised software for the Amiga 3000?

Jost: Experience teaches that there are three stages for software: a half, one and two years. After two years you can count with optimal software, adjusted to the product. After one year there is relatively usable software. After half a year, there are adaptations, which make already available software usable on the machine. You can count on software becoming available on the Amiga 3000 in the spring of 1991.

AMIGA: The Amiga 3000 is equipped with a new operating system. Will this OS benefit the entire Amiga line of computers?

Jost: Yes and no. The difficulty is to make the existing software downwards compatible. This is surely a handicap. The other side of things is, if you want to grow on and integrate technological advancements, then you will have to say at a certain point: OK, the thing is only 80% compatible and 20% are the new features. We want to develop the systems further. I believe, that the biggest part of user software is compatible and the software, which uses specific parts of the old operating system is not quite compatible.

Caption: "We will support innovative new companies in the future."

AMIGA: What will Commodore undertake so that current professional software on the Amiga 2000 also will run on the Amiga 3000?

Jost: We are most interested in software running on the A3000, as presently where the software is compatible, we have a large field of software, which we of course intend to use to get into the market quickly. We have recently had a developer conference here, which was attended by about 60 software houses, all of which expressed the intent to develop software for the A3000. These people have had information from first hand on this conference.

AMIGA: When will the new operating system be available for all Amiga models?

Jost: As far as I know, October '90 was planned. The price is as yet unknown.

AMIGA: Will it be possible to upgrade the different models of the A500?

Jost: The Amiga 500 has by now, by its number of machines on the market, its own domain. Thus it is - in our opinion - not necessary to supply the A500 with a new operating system.

AMIGA: What will the Amiga 4000 look like?

Jost: With us, in the developers department the ideas are surely already very clear, what the Amiga 4000 - and higher, i.e. following models - will look like. It would presently only be too soon to reveal information on this.

AMIGA: Where does the Amiga's way lead? Will it be a games machine or a computer for professional solutions?

Jost: Future developments of the Amiga are oriented to the High End domain. In the domain of the A500 - in the semi professional domain - there are new markets emerging. Were are already represented with CDTV in the semi- professional field as well as in the High End applications.

AMIGA: When is software for the High End domain expected?

Jost: Here, negotiations with the particular software houses are in progress. A major part of the negotiations are closed already, so that shortly - within a year - these packages will appear on the market. These packages concern several products of Lotus and Microsoft.

AMIGA: What place has the CDTV at Commodore?

Jost: CDTV is rounding off the product palette in the entire Amiga spectrum. We are certain that this will be a very important product within the Amiga product line. Because the field of applications that is covered by CDTV, is today still not forseeable, and will constantly change dynamically. CDTV is a machine, which will surely become available for under 2000 Marks (~1280 US$). The markets for the CDTV are only emerging now, be it medicine data for pharmacies or dictionaries on CD-ROM. That is a young branch, which is evolving so fast because, in the meantime, you do not need to go to excessive trouble to press a basic CD, from which you can make the appropriate copies. You can presently take around 1000 Dollars for the basic CD (the original) and every following copy ca. 1,5 US$.

AMIGA: When will CDTV be available?

Jost: The machine was planned to be released in Germany in the end of October '90 but will only be available at a later time.

Caption: "Once someone has bought an Amiga, he will never buy a PC."

AMIGA: When will DTP be a professional solution on the Amiga?

Jost: You can assume spring 1991.

AMIGA: Which role is UNIX playing on the Amiga?

Jost: UNIX will play an important part as the Amiga is concerned. We have to this end installed an own UNIX project group within the company. We will form an own UNIX group here in the european support-department, as well as in the german corporation. This shows, that we will take UNIX and the Amiga 3000 very seriously in the future. In our opinion the Amiga 3000 will be the machine in the UNIX world, which will be present in universities and in all fields where today UNIX machines are installed that are simply too expensive (This one is tricky: 'preislich jenseits von Gut und Bese' -TT)

AMIGA: When will this system be available to the end user?

Jost: The UNIX projects are near completion now, so that we will have a showcase this year already on the ORGATECHNIK in Keln. The UNIX machine will be available from spring '91. Presently, no statements can be made on the price.

AMIGA: Who is the competition/competitor of the Amiga? How do you plan on subdueing them?

Jost: I believe, that in case of the Amiga 3000, the competition will have a hard time to bring a comparable product at all. Concerning the applications, we have a competitor in the Apple world and partly in the MS-DOS world. However, the performance of the Amiga 3000 is difficult to reach with MS-DOS. Thus we see the actual competitor in the Apple world.

AMIGA: How does it look with the competitor Atari?

Jost: I believe, that Atari has currently nothing to put up against the Amiga 3000. Commodore puts so many innovations on the market, that we are standing very well against Atari.

AMIGA: What does the support for the Amiga 3000 look like?

Jost: We will travel different roads with the Amiga 3000. We will install Amiga High End System Centres. These will be centres, which will be supported by us with all means necessary, to become absolute High-Tech centres, who will support the next layer, dealers and other distributors of the Amiga High End line of computers. We will hereby utilise the know how, which is present on the market, to be able to provide the appropriate support to the dealer, who will market this product in his particular field, and if necessary for him, to be able to fall back on these Amiga System Centres.

AMIGA: What does the support for the Amiga 2000 look like?

Jost: The Amiga 2000, which is marketed widely today, has had, due to its Open System Architecture, many (third party) peripherals, so that a larger support is necessary. We are presently engaged in training vendors intensively. Not all dealers are capable of marketing the Amiga. Here it is necessary to give the dealers the support, which they need to support corresponding products.

AMIGA: How do you plan on supporting young, innovative companies in the future?

Jost: The young, innovative companies have to be managed better in the future. Mostly they are very bright people with very good ideas, can handle the machine and create very good products. However, they do not have the marketing power, to bring the products to the particular clients. We will gather this information in the future and direct it towards the appropriate client. These projects are in the make and could bring the first results this year already.

AMIGA: The Pentagon has ordered many Amigas. Has there been a federal order here in the Federal Republic of Germany too?

Jost: It is correct that we have received a very large order from the government in the USA. However, over there our mother company has had an advantage in terms of time, since they have developed the Amiga 3000 themselves. In Germany we also negotiate intensively with several clients. I am sure that we will have large successes over here also in the not too distant future. As of what clients are concerned, we cannot reveal anything at this time.

AMIGA: What does it look like with the Amiga in the USA?

Jost: The Amiga 3000 is the absolute parade product in America now. We are certain, that with the Amiga 3000 we have the product with which we will reach a high percentage of turnover in a short period of time. The expectations for the Amiga 3000 in the USA are very high.

AMIGA: What are the expectations in Germany?

Jost: We have several product groups in Germany which are going very well, so that the percentage of the Amiga 3000 will not reach the volume in the USA. But we expect the percentage in turnover of the Amiga 3000 to rise continuously.

AMIGA: What will the Amiga look like in the future?

Jost: The A3000 is today a product in the High End domain. Building on the A3000 developments will come forward, which will be even more interesting than the present ones in this field. We are certain, that there are many technical possibilities to shape the products user friendlier.

Caption: "Till the end of 1990 we will have sold 20000 Amigas in the DDR."

AMIGA: Why did you leave Commodore twice already and have returned in spite of that? How long do you plan on staying this time?

Jost: That already that I came back, shows how interesting I find Commodore. Otherwise I surely wouldn't have done it, since I had different professional ideas, moving in the direction of making myself independant and found my own company. But Commodore has eventually convinced me, to return again and take the direction of business. They are convinced that I have certain insider knowledge and know the market very well. I'd like to stay as long as the job pleases me. I have to be pleased by a job. The prospects of a longer alliance are most favourable, as Commodore provides me with the space I need.

AMIGA: In this context, we wish you much success and a pleasent job at Commodore for the next few years.

<End of interview>

There are also four pictures in the middle with Helmut Jost depicted, and the following captions:

Upward trend - The sales figures of the Amiga are rising. The Amiga 3000 will have a large percentage next year.
The number one - The Amiga 3000 will be the Multi-Media computer of the future, as 90% of the competition's products are not predestined as such.
UNIX - will play an important role for the Amiga. Already in the spring of '91 the first UNIX machines will be delivered.
Slept - we have that, at Support. This will be changed fundemental ly. especially for the A3000, we will install High End System Centres.

And some personal notes:

Don't worry, the A500 will be supported more than enough by third party developments if not by Commodore themselves. There have been ads for example in some german magazines about Kickstart2.0/1.3/1.2 switch boards for the A500. I guess, this would be a modified Kickstart, since some of the hardware it expects is not available on the A500. So expect some level of incompatibility. (Until some hardware hack will be released, "the A500 rejuvenator" maybe? :)

Where IS my A3000???? (Or the money for it) - Someone? Anybody? (You would already be of great help if you expressed your sympathy :^)

Now we will return you to your regular keyboard bashing.

Thomas Tavoly, CS, Univ. of Utrecht, The Netherlands (somewhere in Europe..)
E-Mail: ttavolij@praxis.cs.ruu.nl Disclaimer: These opinions are rented,
Yes, it ^^ IS a typo! not mine. -TT
This is result of years-long research & artificial intelligence, not sense.

---oooOOOooo---

JRComm Update

From: jprad@faatcrl.UUCP (Jack Radigan)
Newsgroups: comp.sys.amiga
Subject: JR-Comm 1.01 released (for better or for worse)...
Keywords: JR-Comm
Date: 4 Oct 90 06:04:47 GMT
Organization: FAA Technical Center, Atlantic City NJ
Lines: 22

The JR-Comm 1.01 release is now available for downloading. All disks were mailed yesterday morning (10/02/90) to those who've been waiting for their registered disk.

If you've already received a 1.0 release disk, you can download the update archive in the registered users conference of the Dynalogic Support BBS (609) 625-2453. At the time of this posting provisions are being made to provide a private data library for GEnie subscribers who are registered JR-Comm users. Please contact myself or DEB on that network for additional information.

If you are unable to contact either system to download the upgrade, you can obtain it by mailing back your original 1.0 disk. Please use a regular letter-sized envelope to prevent P.O. Box overflow. Do not provide return postage or a mailer, that will be provided for you.

Also, I'll be leaving for vacation this Friday evening for two weeks. So, it may take some time to get caught up with my mail and email, please bear with. Thanks and sorry for the wait.

-jack-

---oooOOOooo---

Video Toaster

From: mikep@hpmwtd.HP.COM (Mike Powell)
Newsgroups: comp.sys.amiga
Subject: Toaster arrives at FAUG 5th!
Date: 3 Oct 90 09:57:34 GMT
Organization: HP Microwave Tech. - Santa Rosa, Ca.
Lines: 154

The NewTek Video Toaster.....

First Impressions-

The Hyatt Palo Alto, California. The 5th Anniversary of the First Amiga Users Group (FAUG), Oct.2, 1990

The Toaster is here....

To a croud numbering in the hundreds, NewTek presented the Video Toaster package. I will attempt to sum up some of the basic features of the device and its impressive companion software packages, and to give an account of the demonstration.....

Here goes....

Paul Montgomery, one of the FAUG founders (and now a NewTek employee) hoasted the meeting and introduced Tim Jenison to begin the demo. He placed all blame on the delay of the Toaster's introduction (some two years late) on himself, and gave no other explanation of the delay except to say that he decided that the Toaster should be (and more importantly COULD be) much more than it was back in 1988 (basically just a DVE), and decided to further pursue

the vision rather than to compromise. He then announced to the crowd that the Toaster began shipping a week ago last Friday. It's official... it's out! We even wittnessed a lucky FAUG member win a Toaster right there at the meeting (some door prize!), when asked for a comment, he said "I guess I'm going to buy a 2000 now..."

On with the demo... Paul demonstrated the Digital Video Effects portion of the show to show the familiar (and sometimes not so familiar) wipes, blinds, pushes, etc. that was already a part of the 1988 Toaster... very intuitive, and appeared to be of the higest quality that video viewers have come to expect. It's important to note that while these transitional effects (the effects that are part of trasitioning from one video source to another.. Ex: a simple fade) are happening, the effect image is still LIVE and in motion. Some cheaper DVE's 'cheat' by freezing the frame and then making the transition... the Toaster doesn't ever freeze the image. There are 32 effects available on each 'panel' with a total of four panels available to the user.... There are MANY more details, but simply too much for me to put here (espeially since it's 2:00 am).

The next portion of the demo was on the Chroma FX color processing software. This software is simply called from the main Toaster screen by a single button, as are all the other programs that are launched from Toaster (Toaster Paint, Lightwave, etc.) and form the complete, integrated package.... but back to Chroma FX. I really know quite little about this part of the video world, but basicaly Chroma FX allows for the real-time manipulation and mixing of the color and luminosity of the video sources (or something similar... where is a video guru when you need one???). Two cameras were used as video sources for Toaster, showing two angles of the demonstrator at work. Chroma FX allowed for the simple tinting of the live image.... giving everyting a red tint for example. A slightly more impressive effect was tinting different regions of the picture with different tints.... with 16 million + colors, the effect can be made quite subtle... great for tweaking video. Then came the really wierd effects.... solarization (sp?) effects, then a fantastic (and unique to the Toaster, we were told) chrome effect that made the presenter seem as if he were made of fluid chrome. Stunning. More vivid colors, outline effects, and zebra stripes followed.... and the effects are customizable by the user, by just altering settings, similar to fooling with a synthisizer to make sounds....

Next, we were treated to a short 'Vacation Video' that was spruced up with the Toaster, that featured a full range of possible effects including an Allen Hastings animation and end titles.... impressive.

We then saw Toaster Paint (actually, the order of the presentation is a bit foggy... I hope I'm remembering correctly). Looks a LOT (read, 'nearly identical') to DigiPaint 3. Two monitors are used to create images with this package (as with most other parts of the software) one is a 1/4 scale magnification of the final image with a smaller color resolution... one simply paints in this display, and when desired, sends the image to the 24 Bit frame buffer in the Toaster (one of two frame buffers actually!) to be displayed in its full pixed and color resolution. This is a much nicer working arrangement than in first sounds.... it all worked VERY smoothly. A 5 Meg system is required to paint Hi-Res images though... as the image is 24 bit planes deep, and has an undo buffer and a swap screen.... It imports all IFF images and Digiview files..... Beautiful.

Next was the now famous Penn and Teller video.... well done and quite entertaining..... mostly DVE effects.

Then came the charactor generator demo (again, called up from the main screen at the press of it's button). Very nice... professional quality. I recall hearing that there were some 30 fonts

included with a Amiga Bitmapped font converter utility in the probable future. Standard stuff here.... different scroll speeds etc. The things that stand out are the shadow capibilities.... the shadows cast by the fonts are partially transparent to the live video behind.... and the kerning of the fonts is adjustable for each position of each character on the screen.... Nicely done.

Then came the 3-D object modeler system.... if you know about Aegis Modeler 3-D, then you have the basic idea.... it's a standard 3-view system, with a fourth view being a 3-D wireframe preview area (which can be rotated about all axis real-time). More powerful than modeler, and without menus..... everything is run from buttons on the screen, as is most of the software package, BTW. A really great environment. A lot of thought went into this one.... Allen Hastings even prefers it over graph paper! (inside joke....)

Allen next took over to show the Animation package, which is in charge of creating the content and movement of the 3-D environment..... I really can't say enough about this one... Allen really out did himself on this one.... All objects are easily moved and rotated via the mouse (or numeric requester for more precise entries) which includes the camera and the lights! Yes, the camera and lights are actually depicted in the scene, and are resemble the actual articles, right down to the 'barn-doors' on the lights, to the film magazine on top of the camera.... there are many many views possible, ranging to the static, plain views, to the dynamic perspectiv view to the actual camera view..... all objets are rendered as wireframe. The lights and camera can all be targeted to any object, meaning that they will point toward the object where ever it goes. They can also be attached to any object, following it around where ever it might go. The system uses key frames and tweening to produce the motion. All objects are easily scaleable, squashable, strechable, etc... by the mouse in real-time. Lot's more! This one is HOT.....

Lastly (whew!) was the Lightwave renderer.... Ray-Tracing may not be dead yet, but Lightwave is likely to push ray-tracing aside for many folks, as it produces BEAUTIFUL images of ray-traced quality at speeds that I would estimate are about 50 times faster.... reflection mapping, shadows, texture, bump, and image mapping.... simply beautiful. Waves can be defined, and made to animate and INTERFERE with eachother in a natural way.... nothing short of magic! You MUST see this package. Allen put orange-peel onto a vase.... very realistic! Simple and flawless image wrapping onto objects too.... and much more.

We then saw a final video that Allen made that was a 24-bit version of his last years SIGGRAPH animation "Rush Hour", about a small car stuck in rush hour traffic on the Golden Gate Bridge, that dreams of becoming a red Lotus, that sprouts jet engines and small wings that allow it to blast-off into the air above San Francisco, avoiding hostle gunfire from attack helicopters, the parachuting home.... Professional quality all the way.... the crowd went wild.

Toaster price tag is $1595.... advance orders are getting filled first, and authorized Amiga dealers (with a store front... no mail-order) will be getting next priority, for a single unit only, to serve as an in-store demo to promote the product until the main production run finally gets units out to dealers shelves.... (December is an often quoted time frame for this).

Hope this begins to answer some questions for everyone.... hope I got my 'facts' straight. I need to sleep now... Goodnite all.

-Mike Powell-

---oooOOOooo---

Aus-UN*X

Article 1265 of aus.computers.amiga:
From: phil@adam.adelaide.edu.au (Phil Kernick)
Subject: A3000UX
Keywords: a3000 unix 5.4 does anybody really use these things ?
Message-ID: <phil.656753067@adam.adelaide.edu.au>
Date: 24 Oct 90 07:24:27 GMT

Well, I went to the A3000UX demo today in Adelaide. The demo was conducted by official C= reps (Marketing manager for Australia and Training manager for Australia) at Lodin.

I was impressed, but _not_ over-impressed. The 3000 running 2.0 was good to see and all the new features are cool. Demonstrated were: AmigaDOS The 2286 bridgeboard A-Max (but it was a _PIRATED_ version of it, C= said, we own the ROMs so it's not illegal, but me thinks that any version of A-Max with "Cracked by Captain Crunch" is unlikely to be ligit.!!) Unix 5.4 To show that is was a multisystem platform. I am looking forward to one-day getting one :-).

Unix was a bit of a let down. It does run Sys V R 4, but it is a _VERY_ vanilla version, in that it does not make any use of the Amiga's blitter at all, and window drawing under X is painfully slow. C= had the line that if you want it fast, buy a Tiga card (1280x1024x24bit), which they support and sell.

Pricing was as follows:

Student Pack	Network Pack	Server Pack
A3000UX	A3000UX	A3000UX
100M SCSI HD	200M SCSI HD	600M SCSI HD
1MB Chip/4MB Fast	1MB Chip/8MB Fast	1MB Chip/8MB Fast
	Ethernet Card	Ethernet Card
		Tape Streamer
		Other stuff
$5800	$6100	$7800

Hope you find this information interesting.
Phil.

Phil Kernick EMail: phil@adam.adelaide.edu.au
Departmental Engineer Phone: +618 228 5914
Dept. of Psychology Fax: +618 224 0464
University of Adelaide Mail: GPO Box 498 Adelaide SA 5001

OPTICAL MOUSE FOR AMIGA !!

* As reviewed in SEPT 'COMMODORE REVIEW' *

SPECIAL !!
$109.00
(Upon presentation of AUG card)

Features:

- *Unique light-weight, contoured design and low-angled buttons for maximum comfort and minimum fatique.*
- *Maintenance free — no moving parts to stick, dog or breakdown.*
- *Higher degree of precision and reliability than found in mechanical or opto-mechanical mice.*
- *Revolutionary mouse pad design allows for greater precision and very high resolution.*
- *Fully one year warranty*
- *Accessory: mouse pad.*
- *Optional: mouse pocket, application software.*

AVAILABLE FROM:

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Ph. (03)725-6255

COMPUTA MAGIC
SHOP 5/30 HALL ST
MOONEE PONDS, 3039
Ph. (03)326-0133

Product Reviews

A review of the Boing! optical Mouse

Reviewed by Alexander McCooke

The Boing! mouse is optical: instead of a rolling ball, it senses movement by shining a light onto a special reflective mouse pad. It is very smooth to use, and gives very precise positioning. Resting one's hand against a glossy surface rather than the normal fabric pad takes a little getting used to, as do the three buttons. The middle one does not do anything yet (although I gather that it will with Workbench 2.0). I have however managed to get it to work with the PD program wKeys - MMB-CURSOR UP brings back window to front; MMB-CURSOR DOWN sends front window to back (MMB = middle mouse button) ... not very useful I'll grant you.

The main problem I have had is that the mouse pad tends to slide around my desk a bit. I have solved this by putting a little bit of double sided tape on the bottom of it which I can peel off if I want to move the mouse pad. Although the mouse is claimed to be reliable than a normal one, having fewer moving parts, its mouse pad is easier to damage and more expensive to replace (mine has a small dent, although this does not effect mouse movement noticeably), and the felt pads on the bottom of the mouse on which it slides tend to get clogged up with dirt in much the same way that the ball and rollers on a mechanical mouse do.

The Boing! mouse is the only optical mouse available for the Amiga, and is more expensive than all the other types available. Considering the price, I would probably recommend a cordless mouse rather than an optical one to those who want to replace their Amiga mouse.

---oooOOOooo---

A Review of GOMF 3.0

Reviewed by Alexander McCooke

I have now had GOMF 3.0 for one and a half years (one year less than I have had my Amiga). GOMF which stands for Get Out of My Face is designed to stop the dreaded Guru appearing. When the

Software error - task held
Finish ALL disk activity
Select CANCEL to reset/debug

requester appears and Cancel is selected, instead of getting the familiar Guru in its red box, the GOMF requester appears. This explains what the guru that was about to appear is in text, not just as a cryptic number, and gives five options: GOMF WHAP BOOT GURU or SCAT. By selecting GOMF, GOMF will usually remove the offending program complete with all screens and windows, and free as much of the program's memory as possible. It is then possible to continue using the computer. The WHAP option will remove screens and windows when GOMF is not sure which is the program's. BOOT reboots the computer, and GURU gives the normal GURU meditation. SCAT is simply used to move the GOMF requester out of the way since it does not have a drag bar.

GOMF will in general allow one to recover from all errors that bring up the Task Held requester, but will usually be unable to do anything about those that go directly to the flashing red alert box. It also includes options to check for programs that corrupt low memory and that are incompatible with 68010 processors (similar to the public domain MemWatch and DeciGel).

Optionally, a hardware device is available with GOMF in the form of a small circuit board that sits underneath the Paula chip connected to a small button that is mounted in the computer's casing. This button may sometimes be used to recover data AFTER a program has crashed. When the GOMF requester appears, pressing the button will cause GOMF to attempt to restart the program (hopefully for long enough to save the data in memory). Also, if the system locks up then the button may sometimes be able to unlock it and allow one to save the data in memory before rebooting.

Also included are two other utilities: Recall and Nuke. Recall simply brings up the GOMF requester to allow further windows to be WHAPed. Nuke is used to get rid of programs that have not actually crashed, but have gone into an infinite loop or refuse to be stopped in any other way. There are public domain/shareware equivalents of these programs such as Amiga Real Time Monitor an Xoper available on Fish Disks, but none (that I know of) that can actually stop the Guru.

I have found the GOMF software invaluable. It is particularly useful when I am writing a program that continually Guru's. Instead of being forced to reboot, I am usually able to get rid of the crashed version, make some changes, recompile, and with any luck watch as it crashes again! I am not so sure about the GOMF button. Most of the time when the system crashes it has been unable to unlock it, and has only occasionally been able to restart a program.

The program comes with a very thorough manual which includes information for advanced users as well as a tutorial for beginners. An appendix has step by step instructions for installing the hardware, although this may be done by dealers for those who do not feel up to it.

GOMF3.0 is a commercial product, however GOMF1.0 is shareware and available on Fish Disk 95, so it is possible to try out the program before paying for it. GOMF 1.0 is not as sophisticated, and does not include NUKE. I would recommend the software, if not the hardware to all Amiga users (at least those who meet the Guru more regularly than they would like), although it may perhaps become redundant when AmigaDOS 2.0 comes out.

Pro/Motion - An Animators Dream

By David Galea

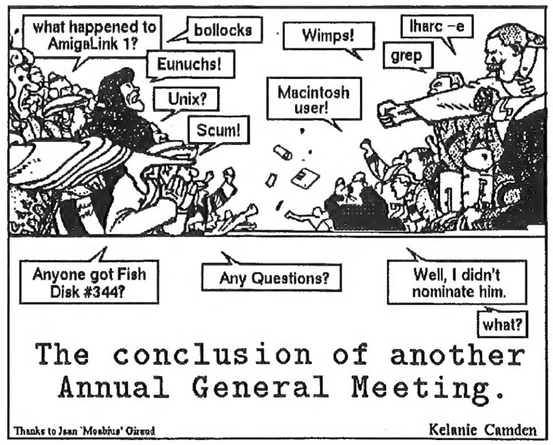
Users of VideoScape 3D would know how confusing it is to write scripts for motion files and camera files. Well Pro/Motion lets you easily design simple and complex motions in three dimensions, on multiple screens and windows. The program assigns these motions to geometry object files, and writes the VideoScape 3D motion, camera and settings files automatically.

After two weeks of having purchased this program from USA, I am pleased with its simplicity to use. It is truly a WYSIWYG (What You See Is What You Get) program for animation. In order to run Pro/Motion you need an Amiga with at least 1.5 MB of memory due to the complex vector, lighting and motion calculations it processes.

Pro/Motion gives VideoScape 3D more special effects, such as gravity, magnetism and wind. Assign gravity to one or many objects, creating a natural fall between key positions. Based on intensive research in wind dynamics, Wind Velocity simulates real-life wind conditions, creating eddy currents and all. Magnetism lets you assign magnetic properties to any object so that it will be attracted to or repelled by other objects, based on standard laws. With these effects you can create a scene with leaves falling from a tree, being blown gently by the wind, with all the leaves attracting and repelling each other on the way to the ground.

One of the many goodies in this program is the rehearsal stage, where you can fly up to 25 objects on the screen to see if it is to your liking before saving it into Videoscape format. The rehearsal settings include view heading, path, height, trail, solid, length, bank/pitch, grid, cues/memos, lights, track object and object return.

Before I purchased this program, it took me about half an hours to write a simple animation, now I can create animations ten times more complex in half the time.So if you have Videoscape 3D, you'll love Pro/motion.



CLI & Workbench

AMIGA Key Short Cuts and Moving the Mouse from the Keyboard

by Alexander McCooke

The Amiga has SIX Amiga key function built in that not all people may know about (all are mentioned in the manual albeit briefly). Note that LEFT AMIGA is the same as COMMODORE.

Four of these are quite well known. LEFT AMIGA-M and LEFT AMIGA-N are used to move the Workbench to the back and front. RIGHT AMIGA-X is used to clear a string gadget of text. RIGHT AMIGA-Q is used to undo changes made to a string gadget since it was last selected.

The two that perhaps are not so widely known are LEFT AMIGA-V and LEFT AMIGA-B. These are used to select the left or right option respectively in AutoRequests. These are the requesters similar to:

No disk present
in unit 0

Retry Cancel

They have no more than two options and usually appear in the top left corner of the screen. So in this example LEFT AMIGA-V would be Retry. and LEFT AMIGA-B would be Cancel.

Also to do with the Amiga keys, I am not sure how many Amiga users know that the mouse pointer can be moved from the keyboard. Either AMIGA key, together with the cursor keys will move the pointer; the longer they are held down the faster the pointer moves. LEFT ALT-LEFT AMIGA is the same as the left mouse button, RIGHT ALT-RIGHT AMIGA is the same as the right mouse button.

Why would you want to use they keyboard rather than the mouse?
1. You want to reposition an icon vertically, but not move it horizontally;
2. Typing with the keyboard on your lap and feet up on the desk (bad luck to A500 users), you need to move the pointer a fraction;
3. you have moved the computer and forgotten the mouse;
4. the mouse has broken down but you still want to use the computer.

---oooOOOooo---

Public Domain

Article 24456 of comp.sys.amiga:
Path: monu1!monu6!minyos!goanna!munnari.oz.au! samsung!cs.utexas.edu!asuvax!mcdphx!fishpond! fnf
From: fnf@fishpond.uucp (Fred Fish)
Newsgroups: comp.sys.amiga
Subject: Disks 381-390 now available
Message-ID: <1990Oct24.053001.609@fishpond.uucp>
Date: 24 Oct 90 05:30:01 GMT
Organization: Amiga Library Services
Lines: 424

Disks 381-390 are now available. Shipping to those who have preordered disks begins Thursday (10/25/90) and should be complete by the weekend.

Note that you can get a copy of the catalog (2 disks) of the complete library contents by sending either

Two new blank disks with no labels (you'll get back different disks because yours will just go into the "bulk blank disk pool") and $1 to cover postage and mailer

or

$3 for disks, postage, and mailer

to:

Fred Fish
Catalog Disk Requests
1835 East Belmont Drive
Tempe, Arizona 85284
USA

Thanks to all who submitted new and interesting material. If you submitted something in the past and it has not yet appeared in the library, please feel free to resubmit it, particularly if it was several months ago. I sometimes hesitate to include material submitted more than about six months ago because of some vague feeling that as soon as I include version 1.01 submitted many months ago, I'll see version 5.23 posted on usenet.

For those wishing to submit material for possible inclusion in the library, here are a few simple guidelines that will make my job of organizing the material MUCH easier and GREATLY increase your chances of having the material accepted for inclusion:

1. Don't submit bootable disks or disks with any other sort of proprietary material included, since I then have to go examine each file to decide if it is distributable or not, and if not, what effect removing it might have.

2. Organize the distribution in a manner similar to my disks. I.E, place all files related to a particular submission under a single directory on the disk. If there is more than one submission per disk, it's ok to to place each submission in it's own directory.

3. Try to write a simple entry for my "Contents" listing that summarizes your submission. It should be about 3-10 lines, and include the current version number, the version and disk number of the most recent version (if any) that was last included in the library, whether or not source is included, and an "Author" list.

4. Ensure that your submission will run correctly from it's subdirectory and if necessary, supply a script runnable from workbench (via :c/xicon) that makes all necessary assigns, copies fonts and libraries, etc.

Thanks!!!

CONTENTS OF DISK 381

SKsh A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. Version 1.6, an update to version 1.5 on disk 370. Includes several important bug fixes and a few minor new features such as command line cut and paste. Binary only. Author: Steve Koren

CONTENTS OF DISK 382

CrossDOS A "tryware" version of a mountable MS-DOS file system for the Amiga. This is a software product that allows you to read and write MS-DOS/PC-DOS and Atari ST formatted disks (Version 2.0 or higher) directly from AmigaDOS. This tryware version is a "read-only" version, which does not allow any writes to the disk. A fully functional version is available for a very reasonable price from CONSULTRON. This is version 4.00b, an update to version 3.05b on disk 252. Binary only. Author: CONSULTRON, Leonard Poma

Msh An Amiga file system handler that handles MS-DOS formatted diskettes. Version "1.30" (Release 1 patch 3). You can use files on such disks in almost exactly the same way as you use files on native AmigaDOS disks. This is a fully functional, read/write version, that supports 8, 9, or 10 sector disks of 80 tracks, and should also work on 40 track drives and hard disks with 12 or 16 bit FAT of any dimension the FAT allows. Update to version "1.5" (Release 1) on disk 327. Includes source. Author: Olaf Seibert

CONTENTS OF DISK 383

LHArc An archive program like Arc and Zoo, with a heavy emphasis maximum compression for minimum archive size, using LZHUF compression. This is version 1.21, an update to version 1.10 on disk 312. Binary only. Author: Paolo Zibetti

LibraryKiller A small utility that allows you to remove libraries that aren't used any more. Version 1.0, includes source in assembly. Author: Roger Fischlin

MandelMountains A program that renders three-dimensional images of blowups of the Mandelbrot set. Includes several example images. This is version 2.1, an update to version 2.0 on disk 354. The most significant enhancement for this version is that is is two to three times faster due to inclusion of a specially tuned fixed point arithmetic package. Shareware, binary only. Author: Mathias Ortmann

Pcopy An intuition based disk copier for AmigaDOS disks featuring high speed diskcopy with write verify, data recovery from damaged tracks, full multitasking compatibility, and a user friendly interface. This is version 2.11, an update to version 2.0 on disk 243, with new

data recovery routines and some minor bug fixes. Binary only. Author: Dirk Reisig

CONTENTS OF DISK 384

Contact Demo version of a "pop-up" program for managing personal contacts. Allows you to keep a name and address list along with phone numbers and comments. Can print mailing labels with a couple of mouse clicks (supports PostScript printers). Names and address can be "clipped" into other programs such as word processors, and Contact can even dial your modem for you. Version 1.0, binary only. Author: Craig Fisher, CMF Software

Elements Very nice interactive display of the the Periodic Table of Elements. Includes general row and column information, plus a test mode where the program asks specific questions about the selected element or row/column. This is version 2.3, an update to version 2.0 on disk 368. Binary only, shareware. Author: Paul Thomas Miller

NorthC A freely redistributable programming package containing all the programs required for developing in C. Based on the Sozobon Ltd C compiler, Charlie Gibb's assembler, the Software Distillery's linker, and portions from other sources. Steve has pulled everything together and added some enhancements in the process. This is version 1.2, an update to version 1.1 on disk 353. Changes include extra examples, many bug fixes, further documentation and some improvements. The environment is supplied compressed and unpacks to two disks. Partial source is included. Author: Steve Hawtin, Charlie Gibbs, Sozobon Ltd, The
Software Distilary and many others.

CONTENTS OF DISK 385

MortCalc Yet another loan calculator, but this one was written with accuracy in mind. The monthly payments times the number of months should balance the total principal plus interest, to the cent. Version 2.5, freeware, source included. Author: Michel Laliberte

XLispStat A statistical program based on David Betz' XLisp. It does some of the most advanced dynamic statistical graphics, included brushing, linking, and 3D rotations. Menus and requestors can be created dynamically with simple lisp commands, and treated as lisp objects, so that the program could be used for many other non- statistical purposes, such as interactive expert systems. XLisp-Stat has an ARexx port so that an editor may be used to prepare lisp programs and send them directly to XLisp-Stat to be executed. Commands, as character strings, may also be sent from XLisp-Stat with the lisp command, "arexx". All graphics produced may be saved to files in IFF format. This version of XLisp-Stat (v.2.1, release 1) has been ported to the Amiga by James Lindsey, from the Mac version supplied by Luke Tierney. Requires a numerical coprocessor (M68881/M68882) and an M68020/M68030 processor. This disk contains the executables, manual, and lisp files. The sources can be found on disk 386. Author: David Betz, Luke Tierney, James Lindsey

CONTENTS OF DISK 386

Statpack Demo version of a statistics and data manipulation program. Version 3.2, binary only. Author: James Lindsey

XLispStat A statistical program based on David Betz' XLisp. It does some of the most advanced dynamic statistical graphics, included brushing, linking, and 3D rotations. Menus and requestors can be created dynamically with simple lisp commands, and treated as lisp objects, so that the program could be used for many other non- statistical purposes, such as interactive expert systems. XLisp-Stat has an ARexx port so that an editor may be used to prepare lisp programs and send them directly to XLisp-Stat to be executed. Commands, as character strings, may also be sent from XLisp-Stat with the lisp command, "arexx". All graphics produced may be saved to files in IFF format. This version of XLisp-Stat (v.2.1, release 1) has been ported to the Amiga by James Lindsey, from the Mac version supplied by Luke Tierney. Requires a numerical coprocessor (M68881/M68882) and an M68020/M68030 processor. This disk contains the sources. The executables, manual, and lisp files can be found on disk 385. Author: David Betz, Luke Tierney, James Lindsey

CONTENTS OF DISK 387

BlitterSand An interesting cellular automata program that gets its roots from a "sandpile". Intriguing to watch. Includes assembly source. Author: Mike Creutz

ExtFuncProc External Function Process. Allows execution of any library function from simple tasks even if these functions require a process environment. For experienced programmers only because there isn't any documentation written yet but only an example. ExtFuncProc is used by GMC. It runs under KS 2.0. Binary only. Author: Goetz Mueller

GMC A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. This is version 9.2, an update to version 4.0 on disk 291, with many new features, including an output buffer (dump to printer and window), filename completer, script function, undo function, prompt beeper, pathname in window title, close gadget for KS 2.0, etc. Shareware, binary only. Author: Goetz Mueller

H2I Translates C include files into assembler include files. Useful for programmers that use both C and assembler code in the same program. Helps to keep the structure definitions consistent. Version 1.1, shareware, binary only. Author: Goetz Mueller

MandAnim A Mandelbrot Animation program that allows you to easily generate series of lo-res/16-color pictures. Features full mouse and/or keyboard operation, zooms, auto-save, high (cheat) speed, iconization, etc. The generated pictures all remember their positions and settings so they can be re-loaded. Version 1.1, binary only. Author: Ekke Verheul.

MandelBlitz Very fast Mandelbrot plotter with lots of handy functions such as color cycling, zoom, special palette control, file requestors and more. Version 1.0, binary only Author: Nico Frangois

MenuA fast-access menu system configurable via a script file that allows the user run selected programs. Version 2.0, binary only. Author: Stefan Mvmhag

NTSC-PAL Two programs that give A500/A2000 owners with the new ECS 1Mb Agnus installed the ability to boot into either a NTSC or PAL environment. *Very* useful for both NTSC and PAL owners alike. Version 1.1, includes assembly source. Author: Nico Frangois

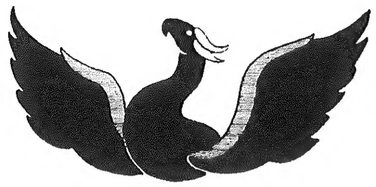
WreqReplace "pop-up" requestors with line-oriented requesters (similar to those found in an MS-DOS environment) that can be easily handled from the keyboard. If there is no interactive console for the process, the requester won't appear. Includes assembly source. Author: Tuomo Mickelsson

CONTENTS OF DISK 388

CalcA shell style, command-line calculator. Calc does not have a fancy keypad display as many other calculator programs do. Instead, it is capable of taking its input from a file, the keyboard, or a command line and output- ting its results to a file or the screen. It can also apply a single equation to all of the values stored in a file (or files). It handles all common mathematical expressions, can optionally predefine physical constants and store variables. Version 2.0, binary only. Author: Bill Dimm

DClock A "Dumb Clock" utility that displays the date and time in the Workbench screen title bar. This is version 1.27, an update version 1.12 disk number 325. Many more useful enhancements/bug fixes, including an ARexx interface. Includes source. Author: Olaf Barthel

DIEdA full-screen ANSI editor including an animation utility. Provides PAL and NTSC compatibility. Many useful features such as horizontal and vertical block cut/pasting operations, line/block/screen centering, save defaults and more. Version 2.4, binary only. Author: P-E Raue



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FreeDisplay how much free space (bytes or blocks) you have on any or all of your mounted disk volumes. Runs from CLI only. Based on "Free" by Tom Smythe on Fish Disk 66, but totally rewritten and enhanced. Version 1.01, includes source. Author: Daniel Jay Barrett

KeyMapEd Allows you to change the KeyMaps used with SetMap. This is a full featured editor providing support for normal, string and dead keys. The keyboard represented is from an A3000/A2000/A500 but it is fully compatible with A1000 keyboards. This is version 1.1i, an update to version 1.02 on disk number 193, binary only. Author: Tim Friest

SnoopDos A utility for monitoring AmigaDOS calls. In particular, it allows you to see what libraries, devices, fonts, environment variables or startup files a program is looking for. Very useful when you're trying to install a new application. Version 1.0, includes source in C. Author: Eddy Carroll

CONTENTS OF DISK 389

KickAnother screen hack, specifically for A500/A2000 owners. I don't want to spoil any surprises but reportedly causes some machines to crash. Binary only. Author: Tony Solomon, Paul Fortin

PlotA 3-D function plotting program with provisions for coordinate translation on both axes, parametric equations, and standardized notation of the pow function (x^y which now works as specified.). This is version 5.1, an update to version 4.1 on disk 175, with some enhancements and bug fixes. Binary only. Author: Terry Gintz

PolySys An extended version of the 0L-system (string rewriting) described in The Science of Fractal Images (edited by Pietgen and Saupe). The basic algorithm has been expanded and modified extensively, and looping commands similiar to those found in other Turtle graphics systems (Logo, etc) have been added. Support for three-dimensional drawing, with perspective, is also included. Version 1.0, binary only. Author: Terry Gintz

Retab Useful command-line "tab-to-space" and "space-to-tab" expansion utility. Several command-line options to specify size/settings and the ability to protect material enclosed by delimiters (quotes, brackets, carats, etc.) from expansion. Version 1.03, binary only. Author: Paul Klink

ZPlot Graphs formulas based on 4-D complex number planes. ZPlot currently supports the Mandelbrot set, Julia sets, and Phoenix curves, with over 500 mapping variations. The math functions supported include sin(z), sinh(z), z^z, e^z, z^n, sqrt(z), cos(z), cosh(z), tan(z), tanh(z), log(z), ln(z) and n^z. Version 1.3d, binary only Author: Terry Gintz

CONTENTS OF DISK 390

Flip Allows you to quickly and easily switch between various screens. Can close screens, pull them up, and activate windows. Has the unique feature of sorting screens in a way that all title bars are visible at one time. This is version 2.0, binary only. Author: Lars Eggert

ReadmeMaster A nifty little database for finding those programs that you know exist somewhere (???) in the AmigaLibDisk library. Maintains a keyword dictionary of the Contents descriptions that allows searching by disk number, program title, author's name, or some other descriptive word. Currently supports disks 1-360, an update to the version on disk number 163. Binary only. Author: Harold Morash

SetClock A utility to set or read the hardware clock on a Spirit Technology memory expansion board. Works in a manner similar to the SetClock utility which is supplied by Commodore with Amigas that have hardware clocks as standard equipment. Includes source in PCQPascal and assembler. Author: Willi Kusche

SM Small utility to center the display. Recoded version of "ScreenShift" by Anson Mah (Disk 88), only half the size. Includes source. Author: Anson Mah, Lattice V5.04 recoding by Oliver Wagner

AUGADS

Wanted:Programmer

Wanted: A programmer to write a *special* print spooler for release into Public Domain in C or PASCAL or MODULA-2.
Payment negotiated.
Contact Peter Evans (03) 584-2765 AH.

Club News

BBS SUB-COMMITTEE REPORT

October 9, 1990: CURRENT SITUATION

Good progress has been made by both Gary Gajic and Peter Jetson in setting up the experimental systems that were authorised at previous committee meetings. The focus has been on resolving the technical issues of features and feasibility, by setting up systems that can be tried out by the users, and obtaining information on the key management and administrative aspects of the proposed BBS.

ALinks: Peter Jetson has set up Maximus on ALinkI, and removed all vestiges of OZNet/AlterNet. The setup has been dumped to tape backup so that ALinkII can be setup with minimum effort. ALinkI has been re-installed, and it is suggested that this BBS continue to be used for NetMail until the AUG Committee decides on the final BBS arrangements. However, the problems of incompatible file and message areas will continue to exist because of periodic batch transfers of messages, inconsistent file uploads, and division of responsibility.

Amiga Central: Howard Alexander (RATZ Sysop) has provided invaluable technical support to Gary Gajic in setting up the experimental Paragon "Amiga Central" BBS. This has been set up on an A2000 loaned by Gary Gajic, using AUG purchased Paragon software, two internal modems, and an additional telephone line. A two-line conference facility is now available. Gary Gajic has transferred files from the previous NWAUGONE Skyterm BBS. The local message areas are fully functional, except for Areas 51 and 60 which will remain on the ALinks pending Committee decision. Other Interstate and Overseas message areas/conferences are being received from the RATZ mail hub. However, the system can not accept replies to those areas unless it is upgraded to Net Node status. The current Amiga Central location is in a different FidoNet area from Ratz. This will require FidoNet rules to be "bent".

COMPARISON OF SYSTEMS: In making its choice, the Committee should consider the advantages of focussing on ONE multi-line system located in the Central Telephone Area. This eliminates the need to transfer messages and files between systems. User and Sysop training is simplified, with only one system to learn. Maintainance is simplified. It is easier for the AUG Committee to attain a satisfactory level of management control and accountability.

Both systems are a significant upgrade compared to the previous Opus system, and both are approved by FidoNet. They have similar features and "user feel" to other contemporary systems. Paragon has a message download facility where new messages in specified areas can be archived and received as a file for later off-line reading. This facility saves both user and BBS time. There is a similar program that works in conjunction with Maximus, but at present this is only available in a version for IBM type computers.

This means that the Paragon system is technically superior for Amiga users. Unless the alternative is significantly better, we should support our brand of computer. Sponsorship from Commodore and other manufacturers should achieve affordable costs. Some contribution can be obtained from the sale of the Alink hardware.

If AlinkI is closed, then there would be a reduced service to South-Eastern Outer Telephone Zone members. However, this can be solved at lower cost by networking the AUG message base to affiliated country BBS's to provide an improved service to more of our remote members.

The Committee should consider enhancing the Central BBS with additional telephone lines as required, a high speed modem (at least 9600 baud), and a CD rom for on-line PD software.

MANAGEMENT: It is important that our BBS is managed effectively, and audited regularly to ensure that it is kept free from unauthorised use. AUG members should feel confident that their interests are safeguarded, and that there are no conflicts of interest. The BBS is a powerful communications system that must be managed only through the AUG Committee in the interests of all AUG members. This is accomplished through appropriate checks and balances.

Co-Sysops: A Co-Sysop has the same access as the Sysop to all parts of the BBS. The AUG Co-ordinator should be a Co-Sysop, even if the Committee appoints a member as BBS Co-ordinator with Co-sysop status. Both Membership Officer and Treasurer would need this status so that they can carry out the parts of their job that interface with the BBS. This is not only to facilitate their routine duties, but to enable them to audit the BBS for unauthorised use, such as secret areas used by unauthorised people for unacceptable or illegal purposes, or inappropriate access levels whether given to members, non-members, or lapsed members of the AUG.

Sysop: The Sysop reports at all times to an AUG Committee Co-Sysop. It is recommended that the Committee put the Sysop on the same basis as other Officers (Purchasing, Libraries, Workbench Editor etc) who play an important role in assisting the

AMIGA HELP-NETWORK

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Con Kolivas (484 1339 AH). The names are not listed in any order of priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service - they are volunteers...

Neville Sleep	-	AmigaBasic (beginner level)	- 546 0633
Rudy Kohut	-	AmigaBasic (intermediate) Introduction to the Amiga	- 807 3911
John Elston	-	AmigaBasic (advanced)	- 375 4142
Alan Garner	-	AmigaBasic, A/C Basic	- 879 2683
Mal Woods	-	C(Introductory), Professional Page	- 888 8129
Andrew Gelme	-	C (advanced) - AZTEC	- 645 1744
Eric Salter	-	C (advanced) - LATTICE, TeX	- 853 9117
Norm Christian	-	Amiga Art, Music	- 798 6552
Neil Rutledge	-	Music, Audio Sampling, MIDI	- 597 0928
Russ Lorback	-	Excellence!, Superbase Professional (Beg-Int) After 9:30 pm	- 756 6640
Darren King	-	Amiga Viruses, Modems/communications	- 546 5040
George Wahr	-	Superbase, Bridgeboard	- 376 6180
James Gardiner	-	AmigaDOS, Auto-boot hard drives	- 532 8030
Lester McClure	-	Lucas/Frances - A1000 32 bit processor system.	- 233 5664
Joe Santamaria	-	Graphic arts - DPaint, Sculpt etc.	- 836 9129

Committee and providing a service to AUG members. This gives the Sysop a direct link to the Committee for the purpose of understanding Committee decisions.

Sigops: A Sigop is an assistant sysop with high level access for a specific role. Sigops would not usually have the status of Committee Officers. Being a Sigop is good training for a future Sysop role, and it is suggested that we advertise in Workbench for several Sigops, to share the heavy workload of effective BBS operation. The Purchasing Officer would need Sigop status to post bulletins on AUG purchasing opportunities.

All BBS positions, whether Co-Sysop, Sysop, or Sigop must be approved by the AUG Committee. It will be necessary for the AUG Committee to further define their roles, duties, and responsibilities.

Amiga Sysop SIG: Some sysops have shown interest in forming an association or SIG. This could be hosted by the AUG. There are benefits to everyone through improving the networks, sharing costs, sharing information, defining sysop duties and Code of Ethics, and black-listing excessively annoying users. The country sysops could provide an AUG message service for our country members, with re-imbursement of costs.

User training: The Workbench Editor should seek articles from the experts on the new BBS system for publication in Workbench. Maximus has a user manual, but Paragon does not, although Howard Alexander is currently writing a tutorial. Users should be made aware of the correct protocol/etiquette for conferencing. If the users know how to use our BBS system effectively, then not only will they enjoy it more, but it should improve system utilisation. When there are a sufficient number of competent users, they can be offered training in setting up their system as a Point. This would save time, on both our BBS and on their own system.

LEGAL ASPECTS: The Federal authorities in the USA are paying increasing attention to Bulletin Boards, so it is likely that this trend will occur here. - Breach of Copyright -.For example, it is important to remove document files for commercial games, copyright music or pictures, and warped cover discs. It is recommended that all uploads are located in a Sysop access area only, until checked. Checking these uploads is a good job for a Sigop. - Defamatory statements - Another Sigop could have the task of checking all message areas for annoying behaviour, and recommending appropriate corrective action in accordance with FidoNet rules.

CONCLUSION :Many other issues were identified in the Situation Analysis process. It is considered that these are outside the scope of the BBS Sub-Committee and belong to the AUG Committee as a whole. Their co-ordination is the responsibility of the AUG Co-ordinator. It is the responsibility of the AUG Committee, working as a team, to implement the BBS system and its management. Therefore, the BBS Sub-Committee, having completed the work that is within its scope, should be disbanded immediately. It may be appropriate for the AUG Committee to reconvene it when the above issues have been resolved, to investigate and recommend further refinements to the system.
I wish to thank the many people involved who have worked hard during the previous month to build the foundation of our future BBS System.
BOB LAIDLAW

Public Domain Software Order Form

Mail to: Amiga Users Group, PO Box 48, Boronia 3155, Victoria

Disk Numbers:										

Don't forget to specify collection name i.e., Fish, Amigan, Amicus etc.

Disks supplied by Amiga Users Group @ $6 each	$
Disks supplied by member @ $2 each	$
Club Use Only:	Total: $
Member's Name:	Membership #:
Address:	
	Postcode:

Newsletter Back Issue Order Form

Mail to: Amiga Users Group, PO Box 48, Boronia 3155, Victoria

Issue Numbers:										

Be patient, we may have to reprint some issues to fill your request

Number of issues ordered @ $2 each	$
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Address:	
	Postcode:

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Membership is $25 per year. Send your cheque to: Amiga Users Group Inc., PO Box 48, Boronia, 3155

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Phone Number: _____ STD Code: _____

Where did you here about AUG: _____

_____

_____

Signed: _____ Date: _____

Details on this side are optional

Year of birth: _____ Which Model Amiga _____

Occupation: _____

Interests: _____

_____

_____

Dealer's Name: _____

Dealer's Address: _____

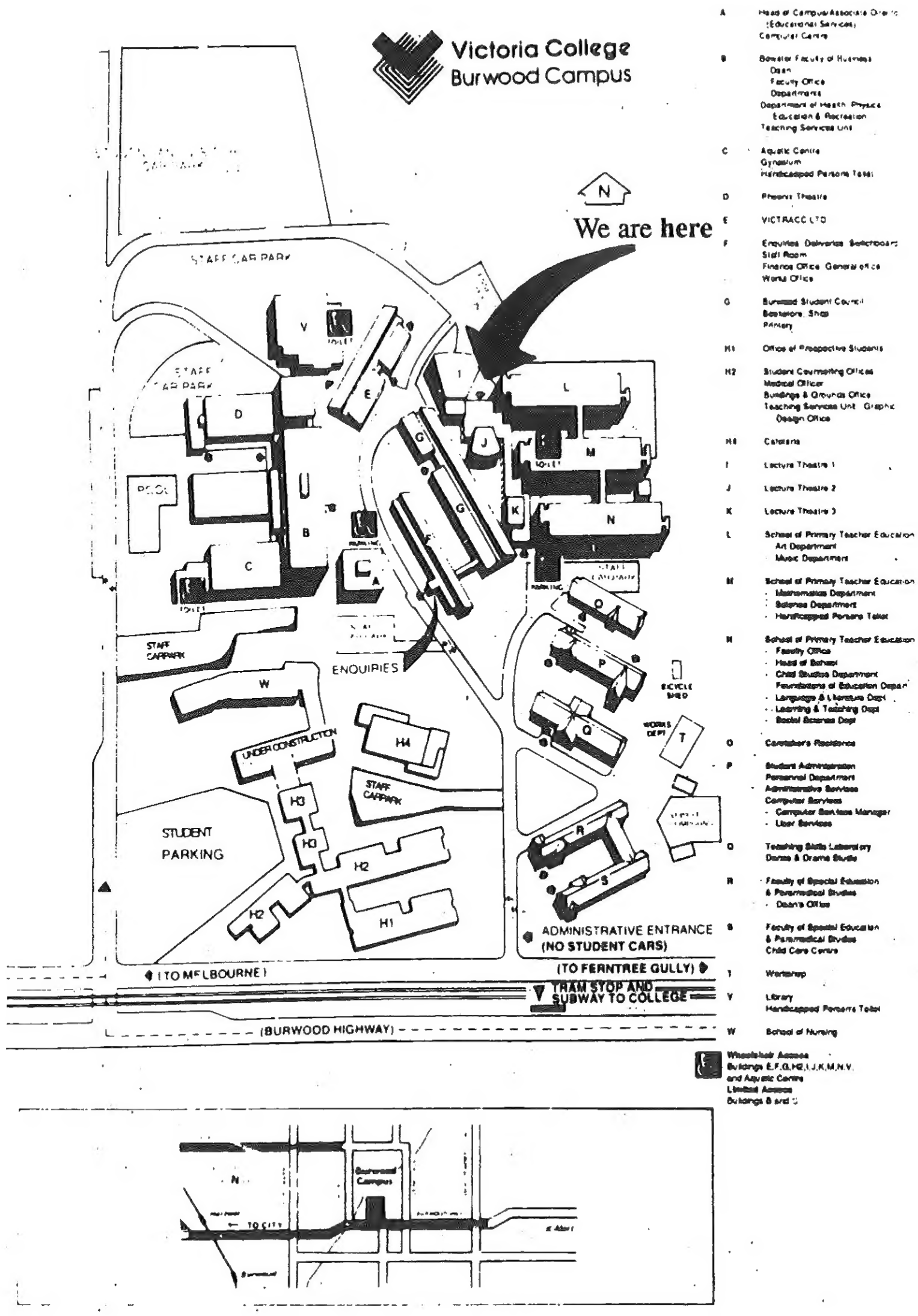
_____

If admitted as a member, I agree to abide by the rules of the Association for the time being in force

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent

AUG meets on the third Sunday of each month

Amiga Workbench *November 1990*



Where is Victoria College, Burwood Campus?

Melways Map 61 reference B5.

People often have difficulty locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over five traffic bumps to the car parking area near the netball courts. Further up the road, to the right, you'll find Lecture Theatre 2.